Amendments to the Specification:

Please replace the paragraph beginning at page 12, line 33 with the following amended paragraph:

-- A game-selection display may be generated in the display unit 70 (if provided as a video display unit) at block 204 to allow the player to select a game available on the gaming unit 20. The game-selection display generated at block 204 may include, for example, a list of video games that may be played on the gaming unit 20 and/or a visual message to prompt the player to deposit value into the gaming unit 20. The list of video games may include any suggested games as determined at block 203 and/or any default games that may otherwise be provided by the gaming unit 20. While the game-selection display is generated, the gaming unit 20 may wait for the player to make a game selection. Upon selection of one of the games by the player as determined at block 205, the controller 100 may cause one of a number of game routines to be performed to allow the selected game to be played. For example, the game routines could include a video poker routine 206, a video blackjack routine 207, a slots routine 208, a video ~~chino~~ keno routine 209, and a video bingo routine 210, or any other game listed on the game selection display from block 204. At block 205, if no game selection is made within a given period of time, the operation may branch back to block 201. --

Please replace the paragraph beginning at page 20, line 15 with the following amended paragraph:

-- The game suggestion routine 203c may read the characteristics of a last game from the associated game profile at block [[263]] 262. At block 264, characteristics of the previously played game may be compared to the characteristics of the available games at block 264. At block 265, the game suggestion routine 203c may determine whether there is a match, or a sufficient degree of match, between the previously played game and the available game being considered. If a match occurs, the available game is added as a suggested game to a game list at block 266. The game previously played by the player, favorite games or frequently played games may be considered automatic matches and added to the game list at block 266. If there is no match, or an insufficient degree of match at block 265, control may pass back to block 264 to compare the

previously played game to the next available game. At block 267, the game suggestion routine 202c may determine whether all available games have been compared to the previously played game. If so, control may return to the main operating routine 200, 220. If not, control may return to block 264 to compare the previously played game to other available games. --